MODEL 7-799

ELECTRONIC BATMAN™ LCD GAME

http://www.replacementdocs.com

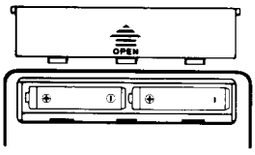
1 THE BATMAN™ STORY

The innocent citizens of Gotham City™ are in danger for their very lives as the sinister Clown Prince of Crime™, The Joker™, launches his most vicious plan to spread the deadly Smylex formula throughout their peaceful environment.

It is up to BATMAN™ and you to thwart these evil plans by defeating The Joker™ and his army of evil henchmen with your strength, cunning and assortment of modern weaponry.

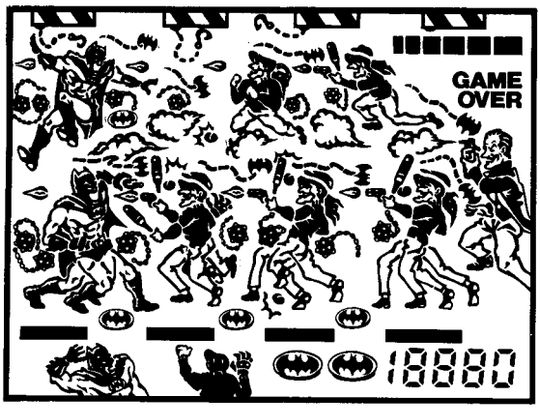
2 INSERTING THE BATTERIES

When the batteries need replacing, remove the battery compartment cover at the back of the game. (To remove cover push in direction of the arrow.)



Insert two AA batteries, UM-3 or equivalent, making sure to align "+" and "—" as shown.

After battery insertion, the ACL switch must be pushed. (Use a ball-point pen.) The display should appear as in the diagram below.



3 CAUTION

High temperatures will destroy the unit. Do not leave unit in the direct sunlight.

Do not press the liquid crystal display screen and avoid heavy shock or the display may fail.

Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.

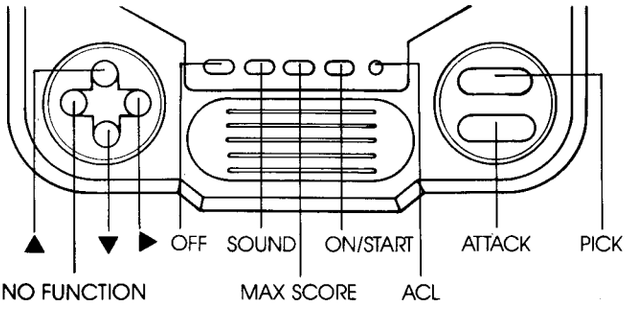
Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

4 THE OBJECT OF THE GAME

Defeat The Joker™ and his six evil henchmen at every level to win.

5 CONTROL GUIDE



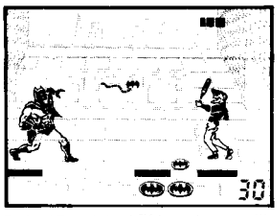
ON/START	Turn on the unit. To start each stage of the game.
MAX SCORE	To examine maximium score retained any time.
SOUND	To toggle control of sound on/off.
▲	To jump up.
▶	To move forward.
▼	To move down immediately (During jumping).
ATTACK	To attack enemy.
PICK	To pick up the bonus stars.

6 FEATURES

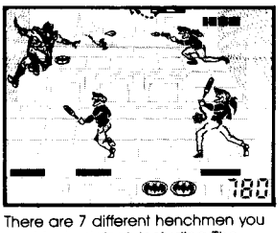
- 4 Game Stages of Increasing Difficulty
- 3 Different Weapons
- Sound On/Off
- Auto Power Off
- Maximum Score Retained

7 GAME SUMMARY

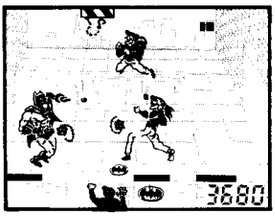
Fight your way through 4 levels of play, defeating 7 evil enemies, including The Joker™ at the end of every stage. Gain energy by picking up Bonus Stars along the way. But be careful! You only have 3 chances and three weapons to face your final challenge–the crafty and cunning Clown Prince of Crime™... The Joker™.



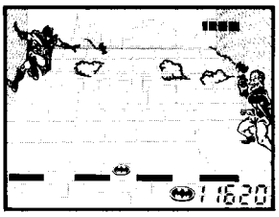
Defeat The Joker's™ henchmen with your powerful BATARANG.



There are 7 different henchmen you must try to defeat, including The Joker™ at the end of every stage to move on to the next level.



At higher levels Batman™ uses new weapons: a spear gun and a ninja wheel, but the henchmen get progressively smarter and more difficult to beat.



The Joker™ will appear at the end of each stage. Defeat him at the end of Stage 4, and you win!

8 HOW TO PLAY

Press the "ON/START" button to turn on the unit. A simple beep is heard and the LCD will display the maximum score for 2 seconds before the game automatically starts.

The game always starts from Stage #1 (which will be displayed for one second), and a zero score. You will start the game with two extra "chances" and 3 full energy bars.

Fight as many henchmen as you can, with each level presenting an increasing number to defeat.

There are 4 stages of play with The Joker™ as your final enemy to defeat at the end of every level.

To defeat The Joker's™ henchmen, you must stop them by hitting them once or twice with your Batarang. If you use your Ninja Wheel or Spear Gun, (only available in levels 3 and 4), one hit is enough.

To defeat The Joker™ you must jump up and attack him with your Batarang 5 times. You must hit him in his weak points, a hit to the body may not be sufficient to count as a "hit".

You will score 10 - 50 points for every henchman eliminated. You will score 500 points when you defeat The Joker™.

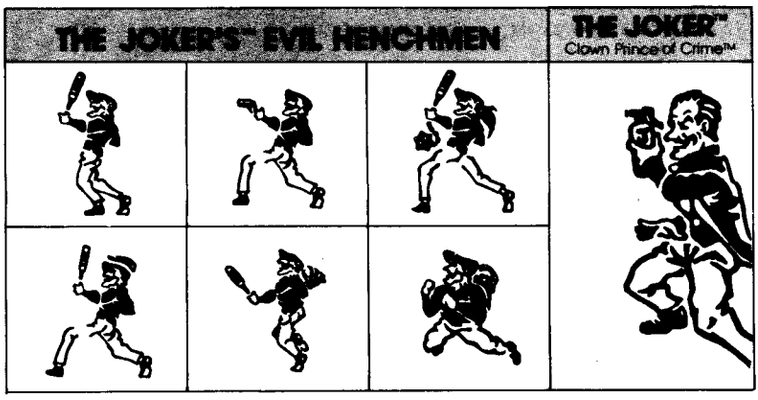
You must keep moving before you run out of energy. However, you must stop when an enemy is climbing. After defeating him you will be free to move again.

Use the "▲" button to jump up. Press the "▶" button to run forward and the "▼" button after you have jumped up. If you do not press the "▼" to come down after you have jumped you will come down eventually, however, pressing this button saves you time.

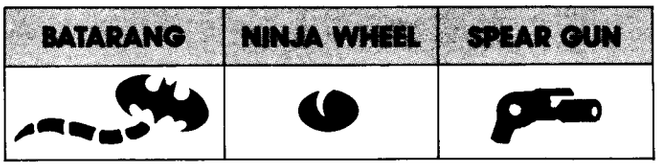
Press "attack" to attack a henchman. When you have jumped, press "ATTACK" to use the Battarang only!

Always jump up or down to avoid being attacked by a henchman.

These are your vicious enemies:



There are 3 weapons to use depending on your level:



STAGE	WEAPON
1	Batarang
2	Batarang
3	Batarang/Ninja Wheel
4	Batarang/Spear Gun

Your enemies will increase in number at higher stages and the game gets progressively more difficult.

The number of henchmen on each stage are:

STAGE	#1	#2	#3	#4
	5	10	15	20
	5	10	15	20
	5	10	15	10
	5	10	15	20
	0	10	15	20
	5	10	15	20

After defeating The Joker™ there is one second before you will move on to the next stage. Take advantage of this time to move quickly to pick up as many Bonus Stars as you can.

Picking up Bonus Stars will give you 100 extra points and a Bonus Energy Bar. You can accumulate up to 6 energy bars.

You have 3 "chances" at the beginning of every game. You lose a "chance" every time you are "hit" by an enemy. You lose the game if you lose all your "chances".

After the game is over press the "ON/START" button to begin another game.

Please turn off the unit after you are finished playing.

Use the "Sound" button to control your sound "ON/OFF".

If the game is left on it will automatically turn itself off after approximately 3 minutes of no action.

9 90-DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway. Vernon Hills, Illinois 60061, U.S.A.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, U.S.A.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, styrofoam or other padding all around and tie it securely.
2) Carefully print on the box or carton the following name and address
   TIGER ELECTRONIC TOYS,
   REPAIR CENTER
   980 Woodlands Parkway,
   Vernon Hills, Illinois 60061, U.S.A.
   Also, don't forget to show your return address.
3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US$12.00 payment for the repair service.

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PRINTED IN HONG KONG

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